

Work Experience

HashiCorp (an IBM Company) – Remote

Delivery Intelligence Team

Software Engineer II Jul 2026 – Present

- Designed an AI/ML risk predictor model as the foundation for a risk informed deployment platform that determines risk using a myriad of features scraped from deployment data and assesses AI generated code before production.
- Completed a Datalake and ETL pipeline workflow that brings data across deployments, incidents, and apm metrics into one centralized place for synthesis.
- Architected a new GitHub Actions CI/CD workflow for IBM's SaaS deployment platform and created an onboarding plan for widespread adoption.

Cloud Release Engineering Team

Software Engineer I Feb 2025 – Jul 2026

Junior Software Engineer Aug 2024 – Feb 2025

- Contributed to single-click rollback release functionality, significantly improving incident MTTR and reducing engineer rollback time to 10 minutes (down from hours).
- Onboarded 20+ engineering teams to canary deployments and assisted in establishing canary health monitoring signals.
- Designed breakglass mechanism and user interface allowing teams to bypass canary signals during emergency situations.

Software Engineering Intern

May 2023 – Aug 2023

- Created 6 resources and data sources for a custom Terraform provider using **Go** and **HCL**, boosting developer productivity by 5%.
- Published and tested provider in conjunction with Metadata Service for internal teams to track infrastructure components
- Integrated Terraform provider with the Metadata Service improving developer productivity by 5%

Verdant Robotics — *Software Engineering Intern* Hayward, CA | May 2022 – Aug 2022

- Trained a PyTorch classification model running on field robotics to differentiate crops with 88% accuracy; built multi-resolution dataset pipeline.
- Wrote a tool to get image data from field logs and augment data for model training
- Constructed a custom pytorch dataset class to take in multiple sizes of images for the model training data

Northrop Grumman — *Cyber Network Engineering Intern* Ogden, UT | May 2021 – Aug 2021

- Developed a Docker-based network emulator in Python and C# capable of simulating up to 200 virtual target nodes for security training.

Skills

Languages & Frameworks: Python, PyTorch, Go, Java, HCL, SQL, HTML/CSS, JavaScript, C++

Developer Tools & Platforms: Git, GitHub Actions, Terraform, React, MongoDB, CI/CD Guardrails, Kubernetes, Argo CD, Docker etc...

Education

University of Utah — *BS in Computer Science* Graduated May 2024

GPA: 3.90 | **Leadership:** Women in Computing Club President & Treasurer, Teaching Assistant, UCIC Ambassador